SNS-A-SG(USA)

Super GAME BOY

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

This official seal is your assurance that Nintendo has reviewed this product and it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting Super Game Boy™ which is fully compatible with the Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure proper handling of your new Super Game Boy. Save this manual for future reference.

WARNING: If the POWER switch is switched ON and OFF repeatedly, the saved data in your Game Pak may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost.

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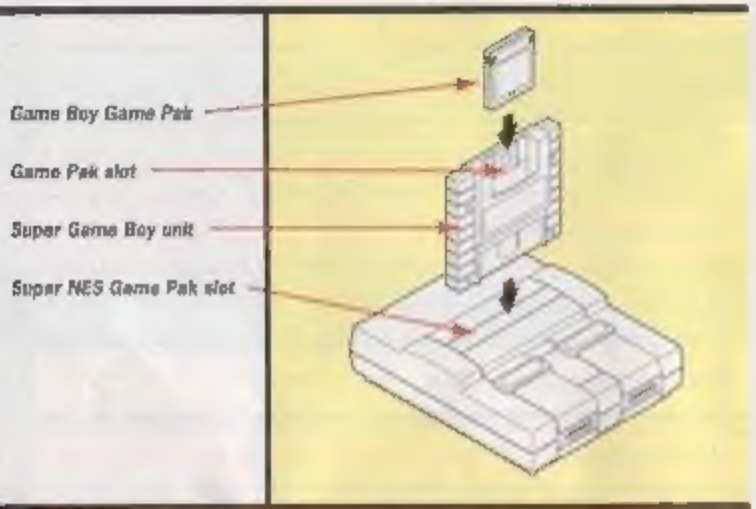
Connecting Super Game Boy

Using Super Game Boy™, you can play all your Game Boy® Game Paks through your Super NES®, on your television, in color! Super Game Boy also has many special features that enhance and customize your Game Boy playing experience.



1 Correctly insert the Game Boy Game Pak into Super Game Boy. When you insert your Game Pak, make sure that the label faces front.

2 Before inserting Super Game Boy into the Super NES control deck, make sure that the Super NES power is OFF.

Please read the Super NES instruction manual for information about connecting and installing your Super NES to your television.

NOTE: *Super Game Boy cannot be linked using the Game Boy Game Link cable. Two players simultaneous game modes in Game Boy software are not accessible using Super Game Boy.*

How to use Super Game Boy

1 When Super Game Boy is correctly inserted into your Super NES, slide the power ON.

* *When removing Super Game Boy from your Super NES, or when removing Game Boy Game Paks from Super Game Boy, be sure to turn the power OFF.*

2 The Super Game Boy and Nintendo logo will appear on the screen, followed by the game's title screen. Read the Game Pak instruction manual for information on how to start the game.

* *If the Game Pak is not inserted correctly into the Super Game Boy unit, or if the Super Game Boy is incorrectly inserted into the Super NES, an "X" mark will appear on the screen. Turn the power OFF and check to see if your Game Pak is inserted correctly.*

3 Use Controller 1 to operate the game. (Controller 2 does not operate the game.) The A, B, START and SELECT Buttons function the same as Game Boy Buttons.

You can use either controller to operate the Super Game Boy system. Press the L and R Buttons simultaneously and the Super Game Boy System Window will appear.

* *When the System Window is opened using Controller 1, you cannot play the game.* * *Game play will continue when the System Window is open. Therefore, you should pause the game before opening the System Window.* * *If you open the System Window with Controller 2, you can play the game with Controller 1.* * *To close the System Window and resume game play, press the L and R Buttons simultaneously.*

Super Game Boy System Windows

In the System Window, you can change the screen color settings, button assignments and border.

+ Control Pad: Moves the arrow, index finger, or pen

Arrow

Index Finger

Pen

Press A Button:
- *Activate a selected icon*
- *Use the selected tool*
- *Change a palette or turn a number forward*

Hold A Button:
- *Use the selected pen or index finger*

Press B Button:
- *Change the palette or turn a number backward*

How to Change Colors

Move the arrow to the Color Palette Icon and press the A Button to activate the Color Palette Window.

Color Palette Icon
This is the same icon used in the System Window.

SGB Enhanced Color Icon
If the game is programmed with SGB Enhanced color, this icon will be active.

Color Palette Group Switch Icon
Super Game Boy has 32 stored color palettes.

1. Use the Color Palette Group Switch Icon to switch between the four different palette groups.
2. Select your favorite color palette from A to H, and press the A Button to activate it. The screen will change color to show your new palette.
3. To close the window, move the arrow to the Color Palette Icon (in the left corner) and press the A Button.
4. Press the L and R Buttons simultaneously to close all the System Windows.

Custom Color Icon
This icon will change the palette to your custom color palette. This icon will only be activated if you have created a custom color palette. See page 10 for details on creating your own color palette.

How to Change Borders

Move the arrow to the Border Icon and press the A Button to make the Border Window open.

SGB Enhanced Border Icon
If the game is programmed with SGB Enhanced Border, this icon will be active. (Some SGB Enhanced games will not use this feature.)

System Border Icons
Super Game Boy has 9 different stored Border.

1 Use the arrow to select your favorite Border, then press the A Button.

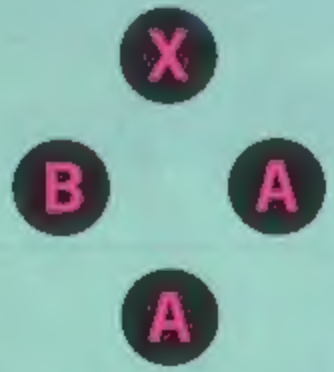
2 Press the L and R Buttons simultaneously, to close all System Windows.

Graffiti Icon
You can draw simple pictures and characters on the Border or even over the game play window. If you have created graffiti, press this icon to select it as your border. See page 13 for information on how to do this.

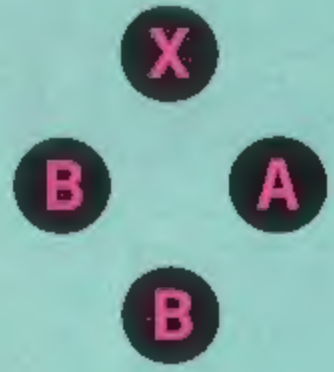
How to Set Button Preferences

Move the arrow to the Button Setting Icon in the System Window and press the A Button to activate it. In the Button Setting Window, you can change the assignment of the A and B Buttons on the controller.

A Type



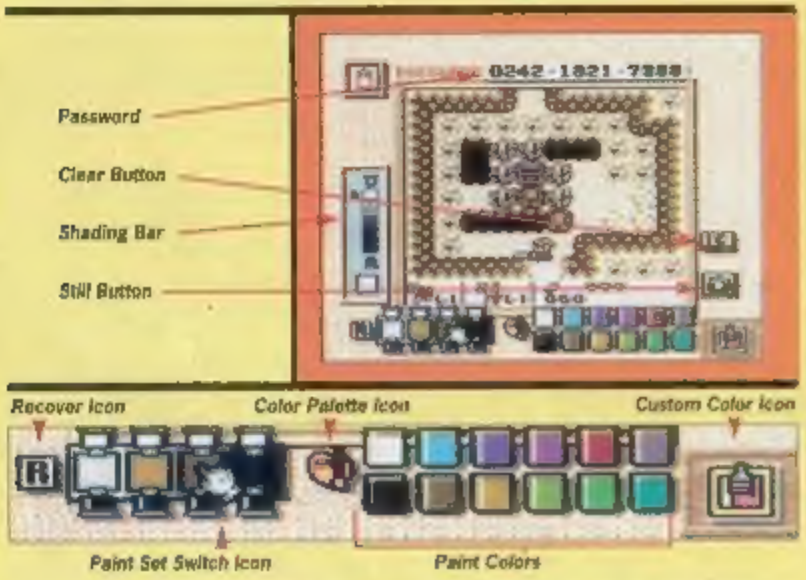
B Type



NOTE: *The X Button will always switch back and forth between the game's default color palette and any other color palette you may have selected or created.*

How to Customize Colors

Move the arrow to the Custom Color Icon in the System Window and press the A Button. The Custom Color Window will appear.



Shading Bar
This bar indicates the lightness or darkness of the color as you modify it.

Color Palette Icon
This palette displays the four colors that are currently being used in the game screen. When the index finger presses the white tube above the color (use the A Button), the color will become lighter. When the black tube is pressed (A Button), the color becomes darker.

Recover Button
This will undo the last action you took. You can only undo one action.

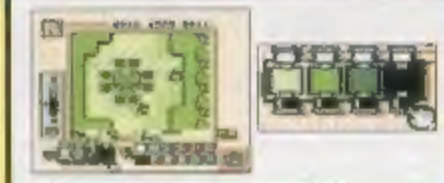
Custom Color Icon
After you have set the colors the way you want them, press the Custom Color Icon. This icon will then correspond to your colors.

Paint Colors and Paint Set Switch Icon
Super Game Boy has 52 different colors of paint.

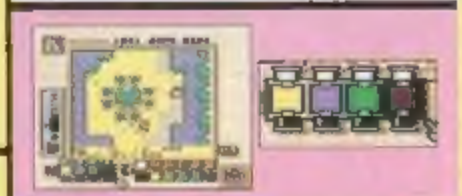
1. To choose a paint color, select the Paint Set you want using the Paint Set Switch Icon. There are 5 different sets to choose from.
2. Place the index finger on the color you want and press the A Button to choose the color
3. The index finger will change into a siphon and pick up the paint.
4. Move the index finger to one of the colors in the Color Palette and press the A Button. The color will be changed to the one you selected. (You can then change the color's lightness or darkness using the white and black tubes.)

Color Adjustment Advice

* *The screen image will look better if you make the colors get gradually darker from left to right.*



* *Use four different colors to give the screen image more contrast.*



Clear Button
To restore the original color palette, press the Clear Button.

Still Button
This button will take a snapshot of the screen at any point in the game. If you press the button again, the screen will start moving. * **NOTE:** *Even when the screen is still, the game will continue playing. After pressing the Still Button, you should also pause or save the game (if the game has these functions).*

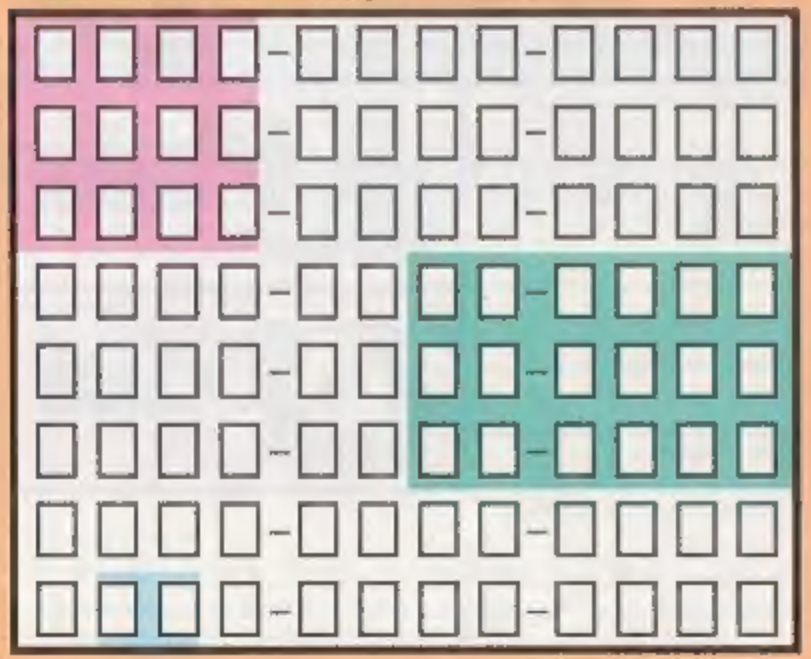
Passwords

1 A password system will save your changes to the color palette. As you adjust the colors, the password will be generated at the top of the game play window. Write this number down on a piece of paper.

2 To restore your custom color palette when you return to the game later, open the Custom Color Window and move the index finger to the password numbers.

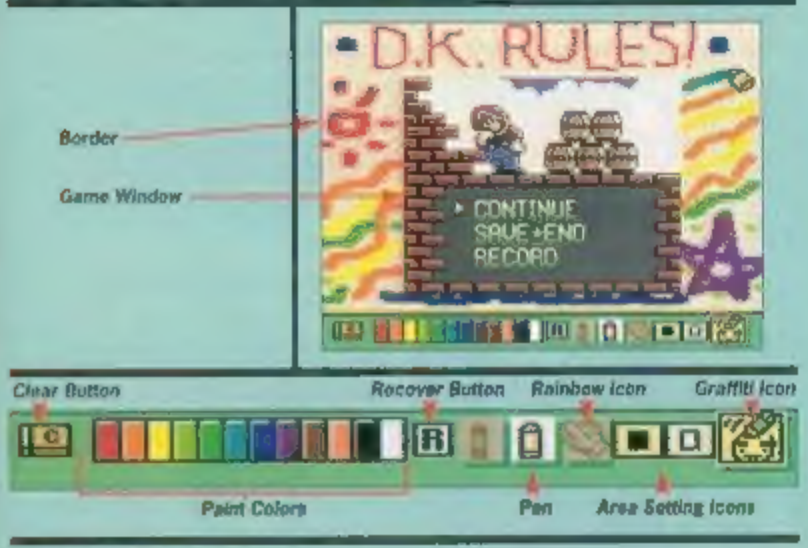
3 Push the A Button to make the number increase (+) or the B Button to make it decrease (-).

Use the form below to save some of your color palette passwords.



How to Create Graffiti

Move the arrow to the Graffiti Icon in the System Window and press the A Button to activate the Graffiti Window.



Paint Colors

There are 12 different colors of paint. Move the arrow to the color you want to use and press the A Button.

Pen

Thick Pen

Thin Pen

1 The pen is your drawing tool. There are two sizes, thick and thin.

2 Move the arrow to the size of pen you want to use and press the A Button.

3 Select the color you want.

To draw a line, move the pen across the border of the Game Window using the Control Pad while holding down the A Button.

Recover Button
This button will "undo" your last action in the graffiti window.

Clear Button
This button will clear all the characters or pictures you have drawn.

Area Setting Icon
These icons allow you to select the area you can draw on.

Black
Press this to restrict your drawings to the Border.

White
Press this to allow drawing anywhere on the screen, including the Game Play Window.

Graffiti Icon
After drawing your Picture, select the Graffiti icon. The drawings will then correspond to this icon in the Border Window.

Rainbow Icon
The Rainbow icon is your eraser in the Graffiti mode.

1. Place the arrow on the Rainbow Icon (Finger) and press the A Button to change the pen into a finger.
2. Move the finger to the portion of Graffiti that you want to erase, and just like a pen, press and hold the A Button to paint over the area to be erased.
3. The painted area will shine like a rainbow. When you have covered the area you want to erase, move the arrow to the Bomb Icon and press the A button. The rainbow will disappear and erase everything it was covering.

NOTE: *Super Game Boy does not save your Graffiti drawings when the power is turned OFF.*

Super Game Boy Enhanced Games

Games programmed especially for Super Game Boy (SGB Enhanced) might display special borders and colors. These games might also have extra colors and other surprises.

NOTE: *All SGB Enhanced games are completely compatible with hand-held Game Boy for gaming on the go!*

* *Some SGB Enhanced games may override some regular Super Game Boy features. Read each Game Pak's instruction manual carefully.*

Look for this icon to find games that have SGB Enhanced features!

Operating with a Super NES Mouse

You can use a Super NES Mouse to make it easier to operate the System Windows. You must plug the Super NES Mouse into controller socket #2. (You cannot operate Super Game Boy if the Super NES Mouse is plugged into controller socket #1.)

Click the right and left buttons of the Super NES Mouse simultaneously to open the Super Game Boy System Window. The Device Icon Window will now display a mouse.

The Super NES Mouse will then control the movement of the index finger or pen.

Left Button (click):
* Activates the selected icon
* Uses the selected tool
* Changes a palette or increases a number

Left Button (hold):
* Uses the selected pen or index finger

Right Button (click):
* Changes a palette or decreases a number

Please refer to your Super NES Mouse instruction manual for details on operating your Super NES Mouse.

Troubleshooting

Before you seek repair service, please troubleshoot the following items:

Symptom	Remedy
No image or no sound	Is SUPER GAME BOY correctly inserted into the Super NES control deck? Is your Game Boy Game Pak correctly inserted into Super Game Boy? Is Super NES correctly connected to the TV set? (Read the Super NES instruction manual for how to connect the Super NES to your TV set.)
No response from controller	Is the Super NES controller correctly plugged into the Super NES Controller Socket #1? Is the Super NES Mouse correctly connected to the Super NES controller port 2? Are you using the same controller type displayed in the Device Icon Window?

If you still cannot get your Super Game Boy to function properly, please call the Nintendo World Class Service® Center Consumer Assistance Hotline at 1-800-255-3700.

WARNING

It is a serious crime to copy video games. 18 USC 2319 Nintendo games are strictly protected by copyright rights worldwide. Back-up copies are not authorized and are not necessary to protect your Nintendo Game Pak. Please destroy any illegal copies that may come into your possession. Violators will be prosecuted.

If your Game Pak ceases to operate and it is not a copy and your Nintendo Control Deck has no alteration or backup device attached to it, please call the Nintendo Consumer Assistance Hotline at 1-800-255-3700 (U.S. and Canada) or your local authorized Nintendo distributor for assistance.

Warranty and Service Information

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WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

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This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

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